

# ALARIELLE THE EVERQUEEN

The ground shudders beneath the tread of the gargantuan wardroth beetle as Alarielle leads the sylvaneth charge. Wherever the goddess' wrathful gaze falls, her foes cower in terror, for there is no mercy in Alarielle's heart towards those who despoil her realm. By turns sorcerer and healer, warrior and protector, Alarielle is the singing heartwood of her race.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Spear of Kurnoth		☀	1	3+	2+	-2	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Talon of the Dwindling		1"	4	3+	4+	-	1
Wardroth Beetle's Great Antlers		2"	5	4+	3+	-2	☀

Wounds Suffered	DAMAGE TABLE		
	Move	Spear of Kurnoth	Great Antlers
0-4	16"	30"	5
5-7	14"	25"	4
8-10	10"	20"	3
11-13	8"	15"	2
14+	6"	10"	1

## DESCRIPTION

Alarielle the Everqueen is a single model. In one hand she bears the deadly Spear of Kurnoth, while the other ends in the Talon of the Dwindling, a dread weapon that chills the souls of any it wounds. She rides an unstoppable Wardroth Beetle, which causes untold ruin with its Great Antlers.

## FLY

Alarielle the Everqueen can fly.

## ABILITIES

**Talon of the Dwindling:** A mere touch from the Talon of the Dwindling is enough to wither the spirit and atrophy the body. At the end of the combat phase, roll two dice for each model that suffered wounds from the Talon of the Dwindling but was not slain. If the result exceeds the model's Wounds characteristic, or if you roll two sixes, the model is slain.

**Lifebloom:** In each of your hero phases, Alarielle calls upon the restorative energies of her realm and heals D3 wounds.

**Sweeping Blows:** When the Wardroth Beetle attacks with its Great Antlers, you can add 1 to the hit rolls if the target unit has five or more models.

**Living Battering Ram:** A charging Wardroth Beetle can shake even a mighty fortress to its foundations. If this model ends a charge move within 1" of a terrain feature, each other unit within or on that terrain feature suffers D3 mortal wounds.

**Soul Amphorae:** With a gesture, Alarielle can summon forth healing pollens and soul seeds from the amphorae arrayed around her mount. Alarielle can do this in the hero phase; if she does so, roll on the table below to determine the effects. If you wish, you can choose a result lower than the one you rolled.

Roll	Result
1-3	Each SYLVANETH model within 30" of Alarielle heals D3 wounds.
4	Set up a unit of 2D6 Dryads.
5	Set up a unit of D6 Tree-Revenants.
6	Set up a Treelord.

Any models you set up must be within 9" of Alarielle, and not within 3" of the enemy.

## MAGIC

Alarielle the Everqueen is a wizard. She can attempt to cast three different spells in each of your hero phases, and attempt to unbind three spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Metamorphosis spells.

## METAMORPHOSIS

With a wrathful glare from the Everqueen, the enemy's arms twist into boughs and their feet burrow down to form roots. Metamorphosis has a casting value of 5. If successfully cast, pick an enemy unit within 16" and roll a number of dice equal to the result of the casting roll (e.g. if the casting roll was 6, roll 6 dice). For each result of 4 or more, the unit suffers a mortal wound. If the last model in the unit is slain, you can set up a Sylvaneth Wyldwood in its place. None of the woods can be set up within 1" of any other models or terrain features.

## COMMAND ABILITY

**Ghyran's Wrath:** The fury of the reborn Everqueen knows no bounds. Alarielle can use this ability once per battle. When she does so, you can re-roll all failed wound rolls made for friendly SYLVANETH models until your next hero phase.

## KEYWORDS

ORDER, SYLVANETH, MONSTER, HERO, WIZARD, ALARIELLE THE EVERQUEEN